



IVAN OOZE PULLOUT

MIGHTY MORPHIN POWER RANGERS™

MAGAZINE

SABAN'S



IN THE SPOTLIGHT
KIMBERLY
THE PINK RANGER

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1995 playmobil® Wild West Sweepstakes

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One Grand Prize Winner

will receive a Round-Trip coach transportation, accommodations and meals for three to a Dude Ranch for three days and two nights.

Five Second Prize winners will receive:
A complete Playmobil Western set.

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A complete set of Fleer Trading Cards.

Sweepstakes Rules

- No purchase necessary.
- One entry per household. To be eligible to enter you must be between 6 and 13 years old at the time of the drawing.
- Entries must be received by 3/1/96. For a complete set of "Wild West" Sweepstakes rules, mail a self-addressed stamped envelope to: "Wild West" Sweepstakes Rules, Marvel Entertainment Group, Inc., 387 Park Avenue South, New York, NY 10016. Request for sweepstakes rules must be received by 11/15/95. Sweepstakes sponsored by: Playmobil USA, Inc. Void where prohibited. Employees of Playmobil Corporation, Marvel Entertainment Group, Inc., and their affiliates and agencies are not eligible to participate.

playmobil®

No one is safe
since the outlaws took over
the town. The only way to stop
them is to reach the troops at
Fort Glory. And that's just
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adventure!

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the sky, pardner!

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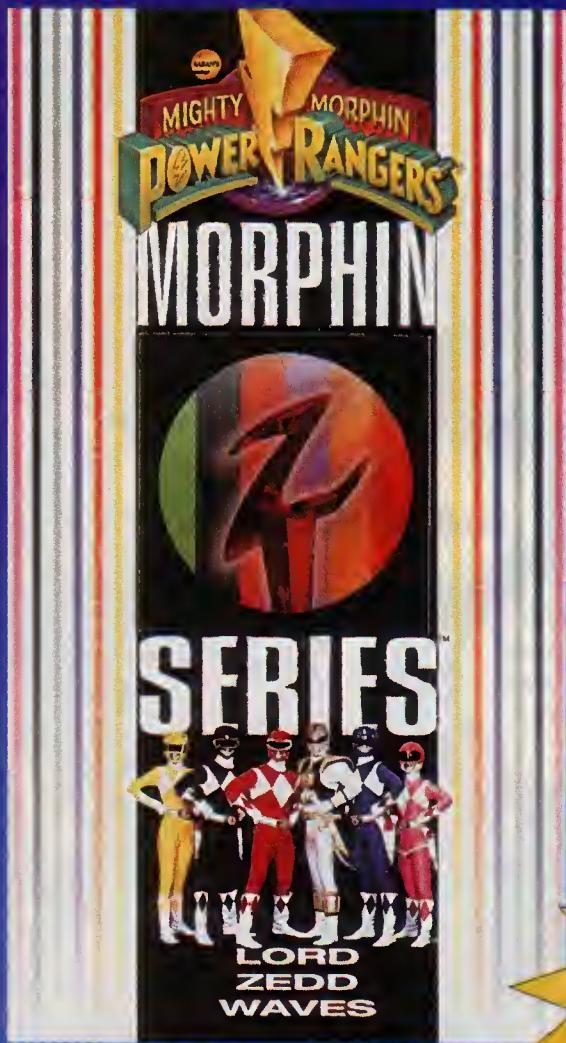
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address _____
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age _____

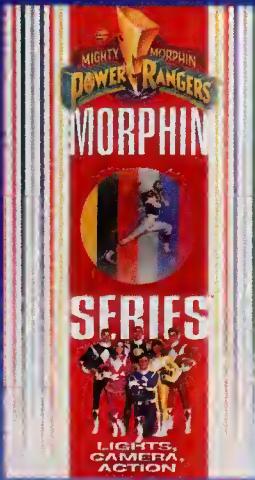
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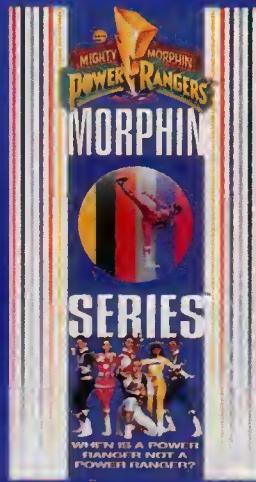
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The Power Rangers (The White Power Ranger, The Red Power Ranger, The Blue Power Ranger, The Yellow Power Ranger, The Pink Power Ranger, The Black Power Ranger), VR Troopers, Lord Zedd, The Putty Soldiers, Pudgy Pig, Eye Guy, Octophantom, Snizard, Alpha 5, Commander Crayfish, Zords, Horroritor, Scorpion, Chunky Chicken, Goldar, Squatt, Baboo, Luminor, Bulk and Skull, and Rita Repulse are trademarks of Saban Entertainment, Inc. Ivan Ooze and Ozewman(men). TM & © 1995 Twentieth Century Fox Film Corporation.

IT'S MORPHIN TIME

Ai-yi-yi! It's a new issue of *Mighty Morphin Power Rangers Magazine* that's ai-yi-action packed! It's me, Alpha 5, and I'm so excited I think I might short circuit. Well, no time to worry about that! Let's take a look at what's inside . . .

Take a tumble with the Chicago Kidz—an incredible part of the Ringling Bros. and Barnum & Bailey circus. You'll flip over these young acrobats, because *they* flip over elephants.



Warning! Warning! The crazy Cuckoo Clockster is terrorizing Angel Grove. The Power Rangers are in danger! Turn to the all-new comic story and find out what happens!

Speaking of comics, now's your chance to find out how they're made. Go behind the scenes with our Power Rangers comics creator, Paul Kirchner, and try your hand at becoming a comic writer and artist yourself.

Of course, we have all the other sections you need: What's hot in "Newsbytes From the Command Center" and, in the "Spotlight," our friend Kimberly, the Pink Ranger. Plus Power Pics from kids all over the country—maybe we picked yours!

Uh-oh! Zordon's calling. I'd better get back to the Command Center. Ai-yi-I'll see you next time!

Alpha 5



The "Power Is On" Sweepstakes!

Could you use another Power Rangers action figure—from the movie? If the answer is "yes," put your name, age, and address on a postcard, and you might win one! Also, let us know what you liked in our magazine. We must receive entries by December 15, 1995. Send your postcards to: The "Power Is On" Sweepstakes, Marvel Family Publishing, 387 Park Avenue South, New York, NY 10016.

Photo (action figure) by LARS KLOE

HOW
LONG'S
IT
BEEN
SINCE
YOU
HAD
TANGY
TAFFY?

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GRAPE
WILD BERRY CHERRY
STRAWBERRY
CHERRY
CHERRY SPARKLE
STRAWBERRY SPARKLE



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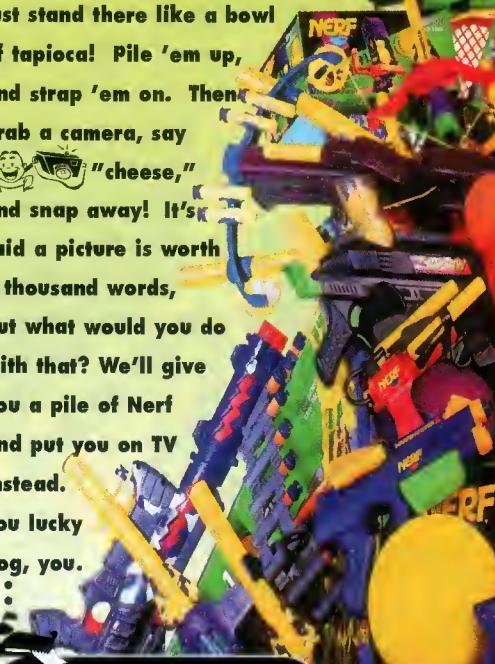
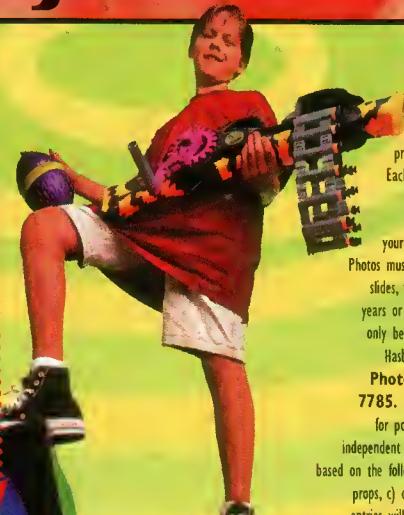


WIN!

A Heap o'Nerf®

Whaddya mean?

What do we mean? Hey, it's Nerf's 25th birthday and we're giving away a Heap o' Nerf and a chance to be in a TV commercial. Your friends have birthdays and what do they ever give you? Wanna pay 'em back for those wedgies? Try blasting 15 Razerbeast™ sucker darts or launching a Liquidator™ Football and leaving 'em in the dust! Enter our contest and you can! Just send us a picture of yourself with your Nerf stuff. Send us a Nerf proof of purchase too. The judges look at all the pictures, choose the one they like best and dump the whole Heap o' Nerf on some lucky kid. Be creative! That's what the judges look for. Don't just stand there like a bowl of tapioca! Pile 'em up, and strap 'em on. Then grab a camera, say "cheese," and snap away! It's said a picture is worth a thousand words, but what would you do with that? We'll give you a pile of Nerf and put you on TV instead. You lucky dog, you.



Read this!

(It looks boring but it's stuff you gotta know.)

1. To enter: Send a color or black & white photo of you with Nerf products in an original way, with proof of purchase from any Nerf product. Each entry must include one Nerf proof of purchase. For proof of purchase, use the UPC bar code or Club Nerf points from any Nerf package. Residents of VT, MO and AZ need not include proof of purchase. Write your name, address, phone number and birthdate on the back of your photo. Photos must be no smaller than 2 1/2" x 2 1/2" and no larger than 5" x 7" (no slides, transparencies or negatives will be accepted). Contest is open to kids 14 years or younger as of 1/31/96. Enter as often as you like, but each photo can only be entered once. One entry per envelope. Entries become the property of Hasbro, Inc., and will not be returned. 2. Mail entries to: Heap o' Nerf Photo Contest, P.O. Box 7785, Young America, MN 55573-7785.

Entries must be received by January 31, 1996. Hasbro is not responsible for postage due, lost, late or misdirected mail. 3. Entries will be judged by an independent organization, whose decisions are final. All Prize Winners will be selected based on the following criteria: a) creative costume or uniform, b) creative decorations or props, c) creative setting or location, d) creative theme, e) overall originality. Tying entries will be judged by the independent organization based on overall creativity.

4. Prizes: One (1) Grand Prize: "Heap o' Nerf" Prize Package, plus a four-day trip for one child with one adult guardian, from anywhere in the United States, to Toronto or Vancouver, Canada (during summer 1996, depending upon shoot schedule determined by Hasbro, Inc.). Trip includes a) round trip coach airfare, b) deluxe hotel accommodations (double occupancy) for 3 nights, c) \$300 spending cash, d) inclusion in a Nerf commercial shoot, with taped footage of the shoot. In the event a TV commercial for Nerf is not produced in the summer of 1996 the Grand Prize winner will receive \$500 cash in addition to the trip to Canada. Footage of winner may or may not be used in a commercial at sole discretion of Hasbro, Inc. First

Prizes (10): Ten "Heap o' Nerf" Prize Packages every Nerf toy currently in production subject to availability, approximate retail value, \$550. Grand or first prizes will be awarded in the name of parent or legal guardian. Second Prizes (\$1,000): One thousand Nerf Rip Rockets, retail value \$4.99. No substitution of prizes permitted. All prizes will be awarded. All winners will be notified

by mail and required to sign an affidavit of eligibility/publicity within 14 days of notification or an alternate winner will be chosen. Prior to awarding grand prize, child and adult guardian must sign a general release. Limit: one winner per name, address, or household.

5. Taxes on prizes, if any, are the responsibility of the winners. This contest open to legal residents of the U.S. Void where prohibited. Employees and their families, affiliates, subsidiaries, advertising and promotion agencies of Hasbro, Inc., and professional models are not eligible.

6. For a winners list, send a self-addressed stamped envelope to: Heap o' Nerf Winners List, P.O. Box 3005, Young America, MN 55558-3005.

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NEWSBITS

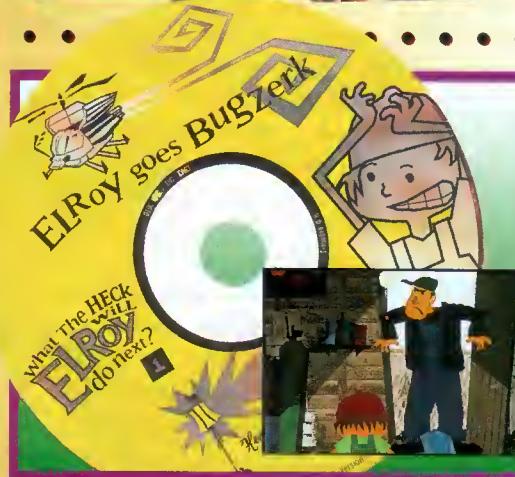
FROM THE COMMAND CENTER

Game Time

Warning: Don't invite Eye Guy to play *I Spy*—it's just not fair! Play this cool memory game with some friends, instead (Briarpatch, \$19.95). Each card has a twin—but where is it? Whoever finds the most pairs wins. If that's too easy, the riddle game will give you the challenge you crave.



Hold the power of your favorite X-Men in the palm of your hand! In **Wolverine: Adamantium Rage** (Acclaim Entertainment for Sega and NES), you control the clawed-one as he searches for clues to his past. Sabretooth, Lurker, and all his worst foes stand in the way. It's Wolverine at his action-packed best!



Bug Byte

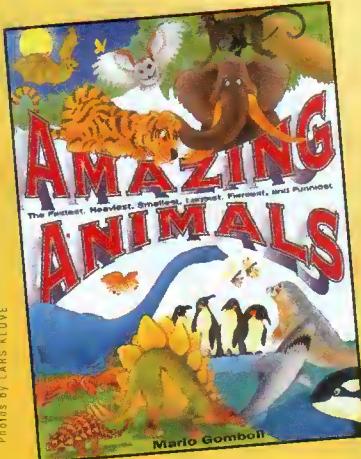
Team up with Elroy and his dog Blue to win the Big City Insectathon. In *Elroy Goes Bugzerk* (Headbone Interactive, \$49.95), you have to help them catch the crafty Technoloptera—the bug that will earn first prize. Look out for weird uncles, crazy chickens, annoying bees, and other strange stuff. Good luck!



Power Tunes

The tunes that kept you rocking in *Mighty Morphin Power Rangers: The Movie* (Twentieth Century Fox) are now on the original soundtrack album (Atlantic Records). Pop it in, turn it up, and groove with the Power Rangers!

READ UP!



TAKE A SAFARI—WITHOUT LEAVING YOUR ROOM!

Open *Amazing Animals* (Courage Books, \$10.98) and you're on your way. What's the fastest animal in the world? How about the laziest? It's all there—



plus tons of funny drawings and cool animal

facts to make you laugh like a hyena.

Turn on every light in the house, and get ready for **Mostly Ghostly: Eight Spooky Tales to Chill Your Bones**

(Courage Books, \$10.98). It features creepy-crawly classics such as "The Legend of Sleepy Hollow," adapted for kids with ghoulish illustrations.

NEWSBITES

FROM THE COMMAND CENTER

Fall Fun Facts:



PIZZA PASSION Hope you're hungry...because October is National Pizza month! Every day Americans eat enough pizza to cover 90 football fields. So pass—or punt—yourself a piece!

THE REAL TURKEY DAY Think you could make it to the Olympics? All you need is a lot of dedication...and a turkey. We're talking about the *Turkey Olympics*, in New Preston, Connecticut. On November 19th, the country's finest turkey athletes will strut their stuff in heated competition. Here are some of the events:

- Fastest eater
- Turkey most likely to succeed
- Five-foot dash
- Most uncooperative turkey
- High jump

Hey, Chunky Chicken. These games are for turkeys only!

A black and red action figure of Dex, The Masked Rider, standing next to a television screen. The TV screen shows the Masked Rider logo. The background is a green gradient.

He's a teenager. He's an alien. And he's here to save the earth. Meet Dex, **The Masked Rider** (Fox), on TV Saturday mornings this fall. From the distant planet of Edenoi, Dex comes to Earth to save it from the evil Count Oregon. Good looks, super-strength, and a talking motorcycle and car make Dex the ultimate teenage hero. Tune in to the action! Other new Saturday morning shows: *Life With Louie* (Fox) and *Casper* (Fox).

Scool Stuff

YO! Radical recycling! Get yourself some cool back-to-school supplies like these pencils from Berol. They're made from old lunch trays and blue jeans. (Pencil packs from \$.99 to \$2.99)

Yikes! It's art, it's a menu, it's a *folder*? Berol's **Yikes!** wacky folders have a place for

you to create your own pizza with toppings like dog biscuits, gum, potato chips, and jelly beans. Also check out their **Goofball** pencils guaranteed to be "weird-er than

last year." Berol also makes Yikes! notebooks and binders. Now you're **too cool!** (Goofball pencils: 4-pack, \$1.99. Yikes! folder, \$.99. Spiral notebooks and binders, \$1.98 to \$3.99. All by Berol.)



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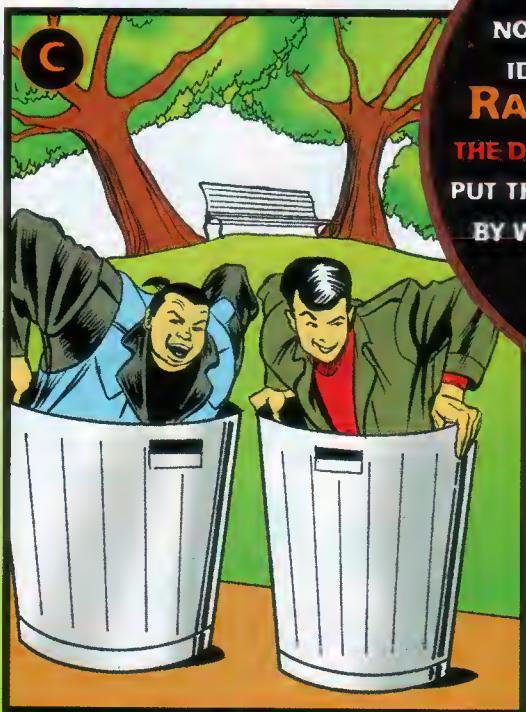
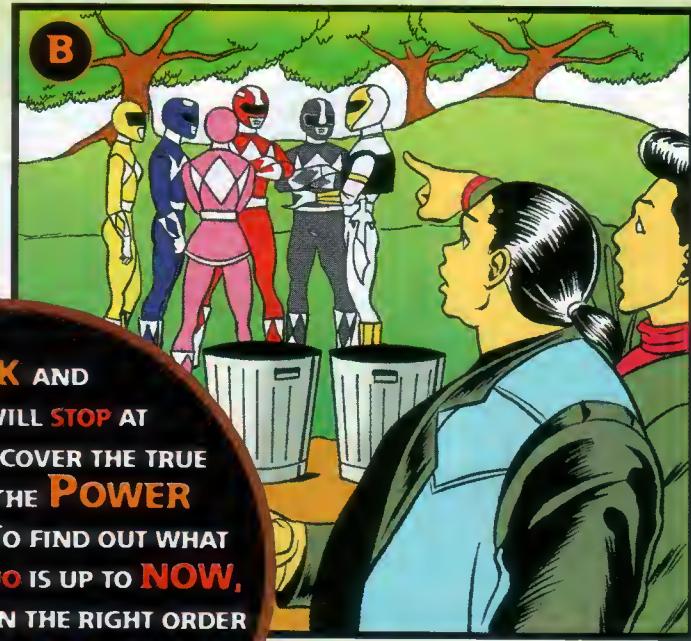
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ONE BITE AND YOU'LL GET BERRIED!

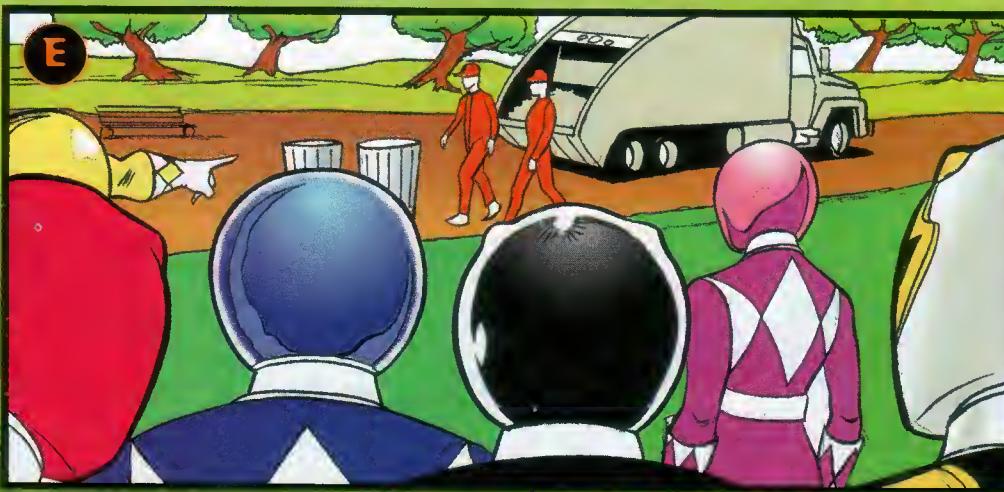
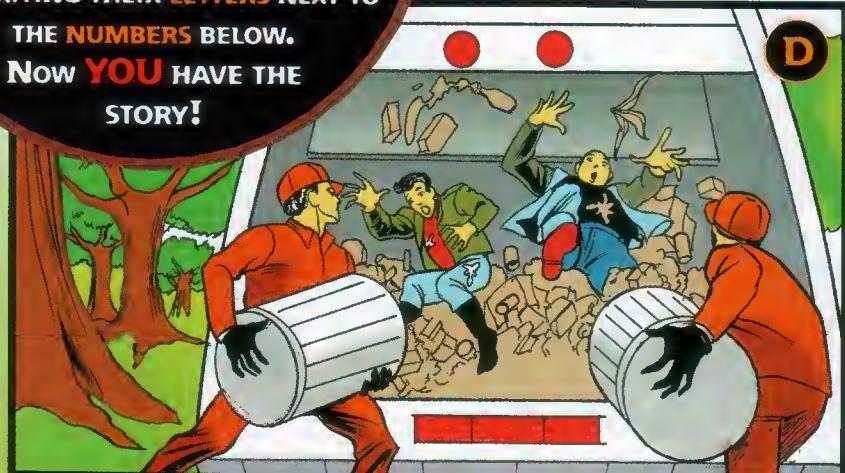
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BULK AND SKULL STAR IN... DOWN IN THE DUMPS



BULK AND
SKULL WILL STOP AT
NOTHING TO DISCOVER THE TRUE
IDENTITIES OF THE POWER
RANGERS! TO FIND OUT WHAT
THE DIMWITTED DUO IS UP TO NOW,
PUT THE PICTURES IN THE RIGHT ORDER
BY WRITING THEIR LETTERS NEXT TO
THE NUMBERS BELOW.
NOW YOU HAVE THE
STORY!



- 1 _____
- 2 _____
- 3 _____
- 4 _____
- 5 _____



Capcom's first PC CD-ROM game.



Buried in a capsule by his creator, Dr. Light, MEGA MAN X reemerges to face SIGMA and his force of maverick reploid robots before the human race is wiped from the planet.

Now the TITANIUM TITAN appears on PC CD-ROM, and comes with a free 6-Button Controller!

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CAPCOM

KIDS TO ADULTS



AGES 6+

BA-BOOM!

...AN IDEA FLASHES, AND A
POWER RANGERS COMIC BEGINS.



HEY, POWER RANGERS MAGAZINE FANS! You've read our thrilling Power Rangers comics, so now meet their creator: Paul Kirchner, our very own Power Rangers comic writer and artist. Paul works in his home studio, and his son, Eric Kirchner, 9, helps him come up with great villains, like Drakular, Hunk-a-Junk, and for this issue, the Cuckoo Clockster.

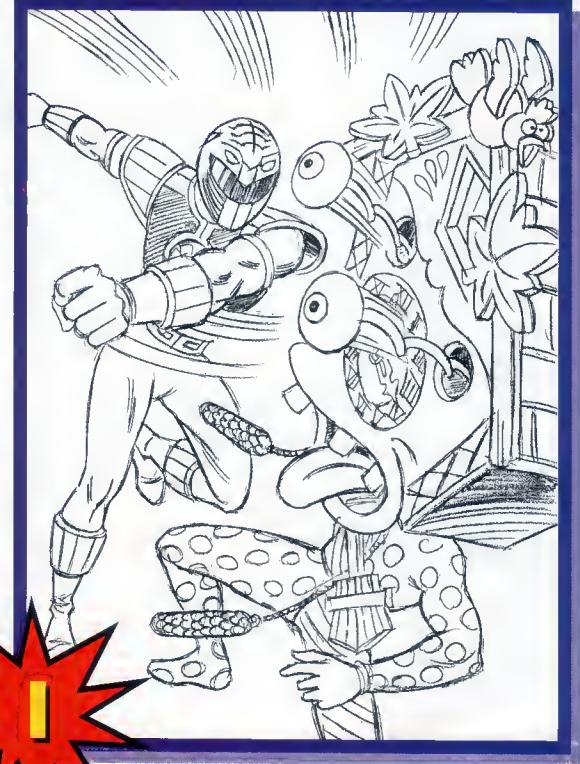
Paul told us he became an artist just by starting to draw. As a kid he loved to draw comic heroes, and he became the school artist, creating posters for high school events like dances and movies. Paul never stopped drawing and went to college to study art.

He continued to read comic books and did some work for Marvel Comics.

Lots of artists can draw comic heroes, and many writers can create stories. What's unusual about Paul is that he draws **AND** writes—and does both well.

Paul loves creating our Power Rangers comics. And Eric loves it, too. When Eric likes a new monster, he says, "You're doing a very good job, Daddy." Also, Eric spots mistakes. One time he noticed something wrong with Billy and said, "The Blue Ranger doesn't have that on his helmet!" Luckily for Paul he has Eric by his side.

Paul begins his comic story by thinking up a "bad guy." He has to think like Lord Zedd: What object can I turn into a villain? The idea often comes in a flash, and then he knows who the next monster will be! Once he has the idea, the fun—and work—can begin.



Paul figures out the story based on his idea. He draws pencil sketches for each page. The sketches are done in boxes called "panels." Each panel shows action and tells the story. This panel shows the White Ranger and the Cuckoo Clockster.

WORD UP

Word balloons give comic book characters a place to talk. After all, they have a lot to say! Special balloons show certain ways of speaking.

Whisper balloons show that characters want to be quiet:
LOOK, BULK, THERE'S THE POWER RANGERS' SECRET HIDING PLACE!

Thought balloons show what characters are thinking:

I HOPE TOMMY IS ALRIGHT . . .

A regular word balloon is used for normal conversation:
WHERE'S KIMBERLY?

On the next page, we've given you four types of word balloons. Can you name them?

Action balloons show excitement:
WATCH OUT!

ATTACK OF THE ROBOSAURUS

Now It's
Your Turn!



SHH, I'VE GOT A PLAN...

I HOPE HE CAN'T
SEE ME...

GO, TOMMY!

LOOK BEHIND YOU!

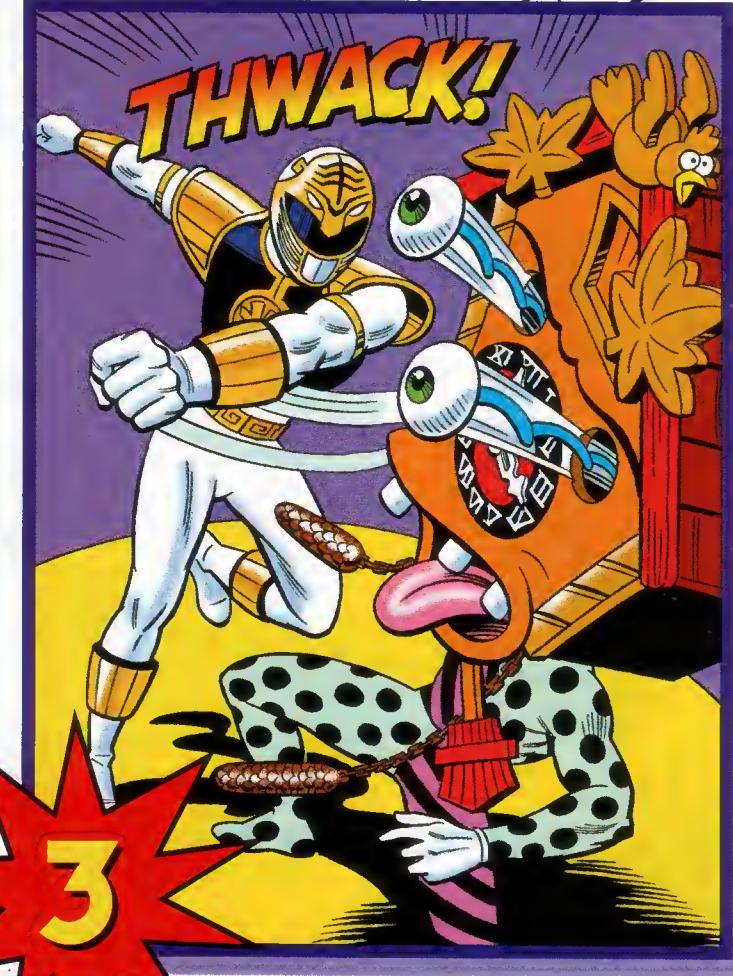
JOIN THE FUN

AND FINISH THIS PAGE! HERE'S HOW:

1. Have an adult help you cut out the four types of balloons. Fill them in with things for the Power Rangers to say, think, whisper, or shout. We've given you some examples.
2. Glue the balloons next to the Power Rangers.
3. Trace over the villain, Robosaurus, with a pen or heavy pencil.
4. Now you can color the monster and all the Power Rangers.
5. Congratulations! You've created a comic!



An inker draws over Paul's sketches in ink. Paul adds word balloons or special-effects sounds (see the descriptions of word balloons and special-effects sounds below).



Finally, Paul adds color to bring the panels to life. It's that easy!

BA-BOOM!

The other important words on a comic book page are the special-effects words. They make the sounds of action. Here are some special-effects words to build your comic vocabulary:

CRRASH!

SSSSZZZRAKK!

BA-BOOM!

WHOOSH!
THWACK!

K-CHANG!

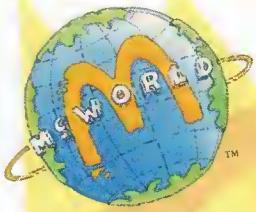
POOF!

THWIPP!

FWOMP!
SPLOOSH!

KA-BOOM!

FA-SHOOM!



Could
make
YOU
the
school
HERO!

WIN a
Boyz II Men
CONCERT
for your
SCHOOL!



ROCKS

YOUR SCHOOL

Hey,
it could
happen!®



Dance on down to your favorite McDonald's® Restaurant and pick up an entry form from the McWorld® display by September 30, 1995.

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MORPHIN
RANGERS™

MIGHTY
POWER
DOME

SABAN

WHERE DO LORD ZEDD AND RITA
REPULSA GO FOR SLIMY SNACKS?
TO THE VILLAIN
CAFE, OF
COURSE!

ILLUSTRATION BY JOE ROCCO

CHEK OUT THIS MONSTER MEAL
THEN GET READY TO MAKE SOMETHING YUCKY!
JUST TURN THE PAGE FOR REVOLTING RECIPES.



TODAY'S MENU

APPETIZER

SHELL SHOCK'S
SLIME SOUP

ENTREE

CHUNKY CHICKEN
FINGERS AND TOES
WITH PIRANTISHEAD
PUREE

BEVERAGE
INVENSABLE
FLY SHAKE



Lord Zeld
+ Rita

HAVE AN ADULT HELP YOU MAKE THESE...

VILLAINOUS VITTLES

THIS SOUP LOOKS PUKE-ISH AND
TOTALLY GROSS, BUT IT'S "SHOCK-
INGLY DELICIOUS!"

SHELL SHOCK'S SLIME SOUP

- 1 can split green pea soup
- 1/2 package of frozen spinach
- 1 small can corn
- 1 hot dog (cut into small pieces)

Empty the can of soup into a saucepan. Add half of the defrosted spinach, drained corn, and bite-size hot dog pieces. Warm the soup until hot.

DON'T BE CHICKEN! GIVE THIS ONE A TRY!

CHUNKY CHICKEN FINGERS AND TOES WITH PIRANTISHEAD PUREE

- Vegetable oil spray
- 2 chicken cutlets
- 1/2 cup flour
- 1 egg, beaten
- 1/2 cup seasoned bread crumbs

Coat the cookie sheet with vegetable

spray. Carefully cut the chicken into crooked finger- and toe-shaped strips. Dip the chicken pieces in flour, then egg, then the bread crumbs. Place chicken on cookie sheet and bake at 375 degrees until golden brown. Serve with Pirantishead Puree.

PIRANTISHEAD PUREE

- 1 bottle barbecue sauce
- 1 small jar extra chunky salsa
- 2-3 tablespoons honey

Combine sauce, salsa, and honey in saucepan. Heat until thickened. Serve over Chunky Chicken Fingers and Toes.

KEEP AN EYE OUT FOR THIS REVOLTING DESSERT...

EYE GUY SURPRISE

- 1/2 cup peanut butter
- 1/2 cup honey
- 3/4 to 1 cup powdered milk
- 1/2 cup crushed walnuts
- small jar of maraschino cherries
- several strands of black lace licorice

Combine the peanut butter and honey in a bowl and mix completely. Add the powdered milk and stir to make dough. With clean hands, roll the dough into small balls about 3/4 inch in diameter. Press a maraschino cherry into the middle of each ball. Cut eight half-inch sections of black lace licorice and press them around the cherry in an oval. Cover the rest of the ball in the crushed walnuts. Repeat for the remaining "eyeballs."

INVENUSABLE FLY SHAKE

Ginger ale

Pistachio ice cream or lime sherbet
Dead Fly (optional)

Put equal parts of ginger ale and ice cream or sherbet into a blender. Blend until shake is Invenusabe Fly Trap green and smooth. - by Jorge Ramon

NOVEMBER 3RD IS SANDWICH DAY!

Everyone knows what one is, but do you know where the word "sandwich" gets its name? More than 200 years ago the earl of Sandwich, England, created the first one. It's a good thing Rita wasn't the inventor. A ham and cheese repulse on rye doesn't sound very appetizing!

POWER PUZZLE

OH NO! Villains are on the loose! Go-go find 'em in the lightning bolt. We've circled one for you ...

~~Squatt~~

Putty

Baboo

Goldar

Purse

Snizard

Primator

Pudgy Pig

Lord Zedd

Guitardo

Robogoat

Octophantom



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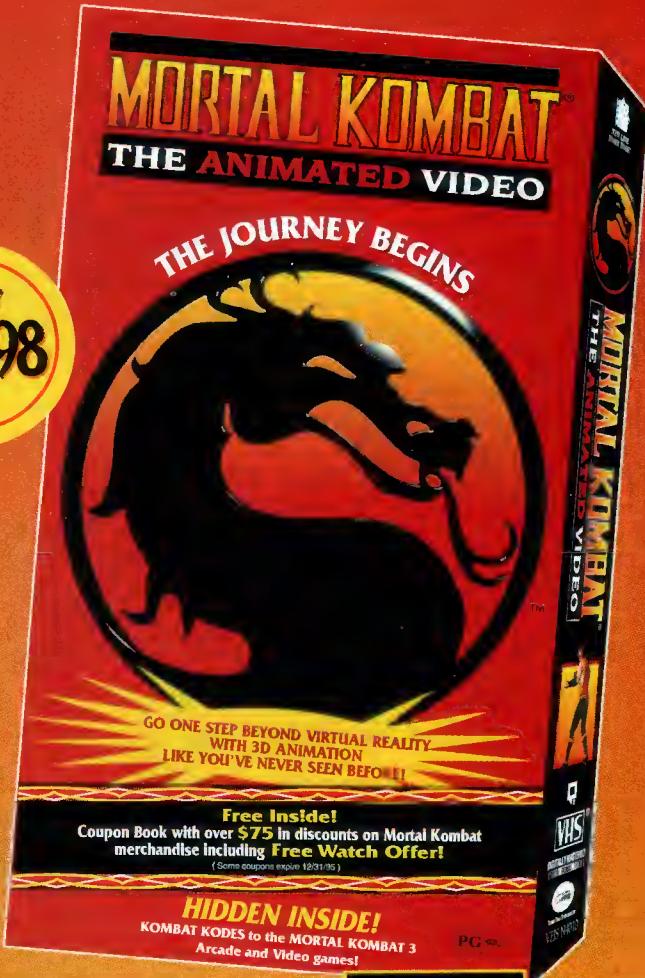
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SPOTLIGHT



THE PINK RANGER



REAL NAME:

Kimberly

PERSONALITY:

BRIGHT and POSITIVE are the two words that best describe Kimberly. Her good attitude makes her one of the most popular girls at Angel Grove High. Although she loves the attention, Kimberly never considers herself more important than the team.

WHEN NOT SAVING THE WORLD:

Kimberly loves sports and is training for the World Games in gymnastics. When she wants to relax, Kimberly enjoys shopping with her friends.

BEST BUDDY:

Kimberly's closest pal is Aisha, the Yellow Ranger. The two never seem to go anywhere alone; when you see one, you see the other! This year, Kimberly decided to live with Aisha's family, instead of moving to France with her mom.

ASSETS:

Kimberly is a champion gymnast. Her combination of gymnastics skill and martial arts technique makes her a tough match for any of Lord Zedd's henchmen.

As the Pink Ranger, she draws her power from the Pterodactyl, and her weapon is the Power Bow. She also calls on the Crane Ninjazord and the Pink Shogunzord when the Power Rangers are in a jam.





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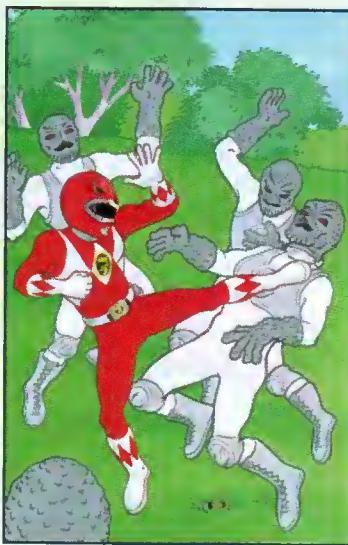
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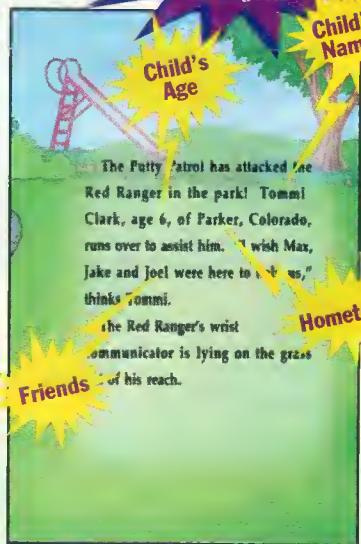
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SABAN'S

MIGHTY MORPHIN POWER RANGERS



CLOCK CLOCKSTER

THE POWER RANGERS
SPRING INTO ACTION!
ARE THEY FIGHTING
A NEW MONSTER?

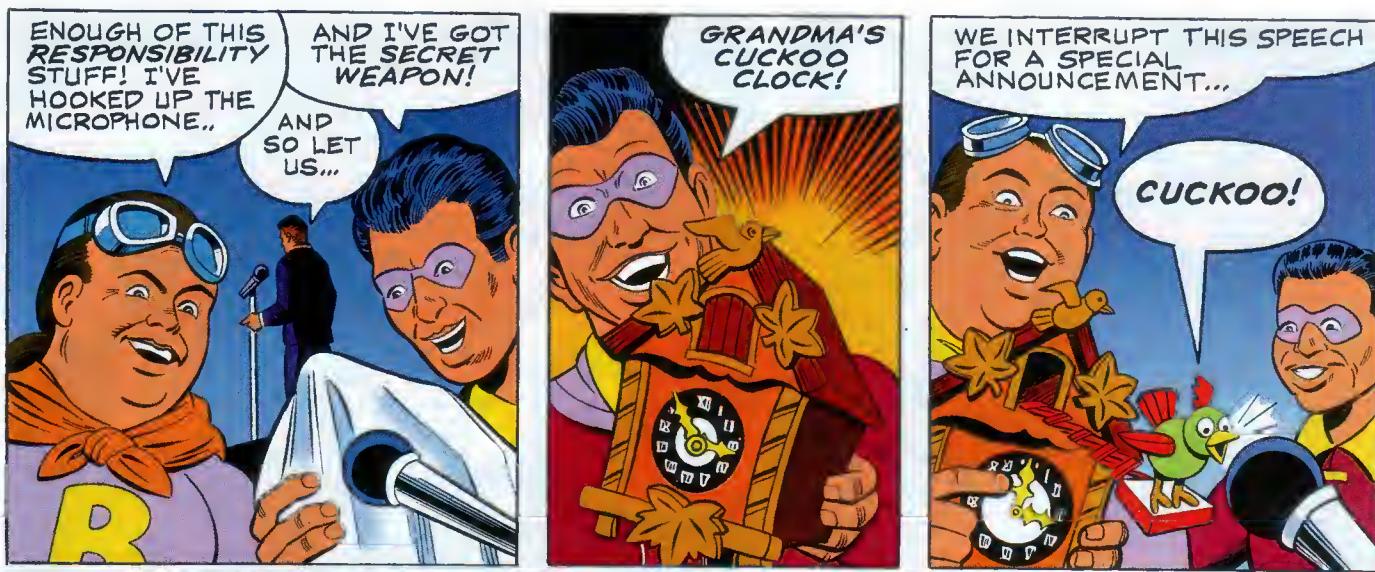
NO~THEY'RE MAKING
AN APPEARANCE AT
THE ANGEL GROVE
RESPONSIBILITY
DAY FAIR!

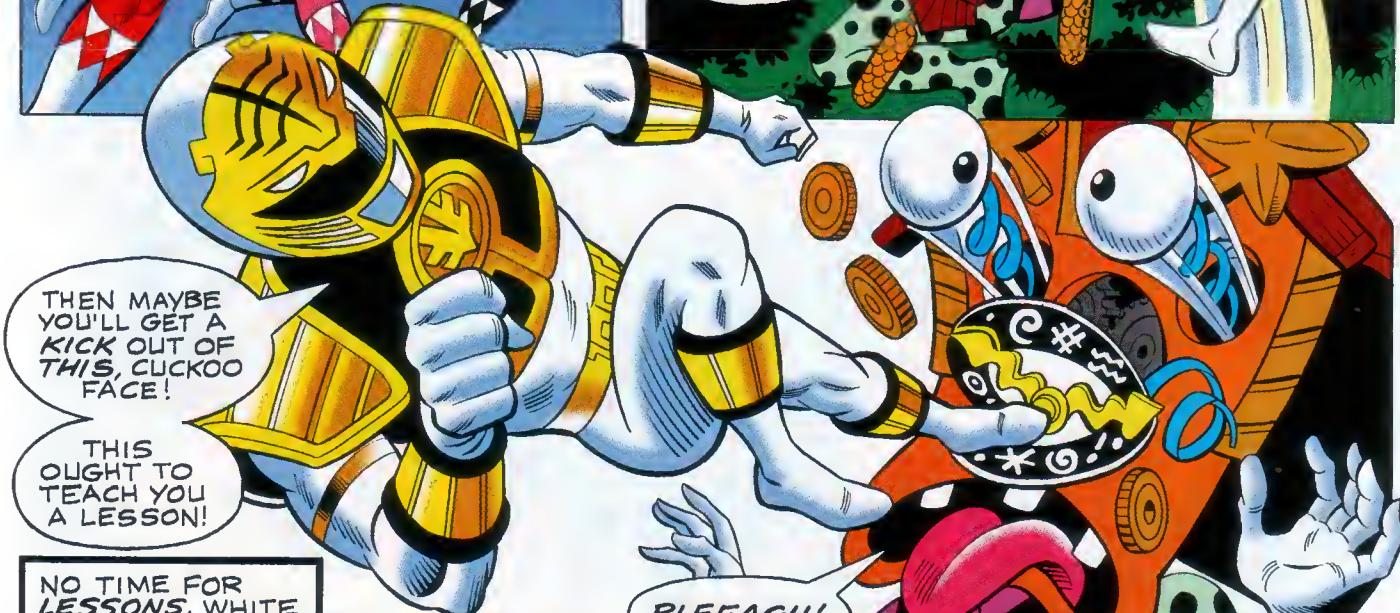
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-PAUL KIRCHNER-
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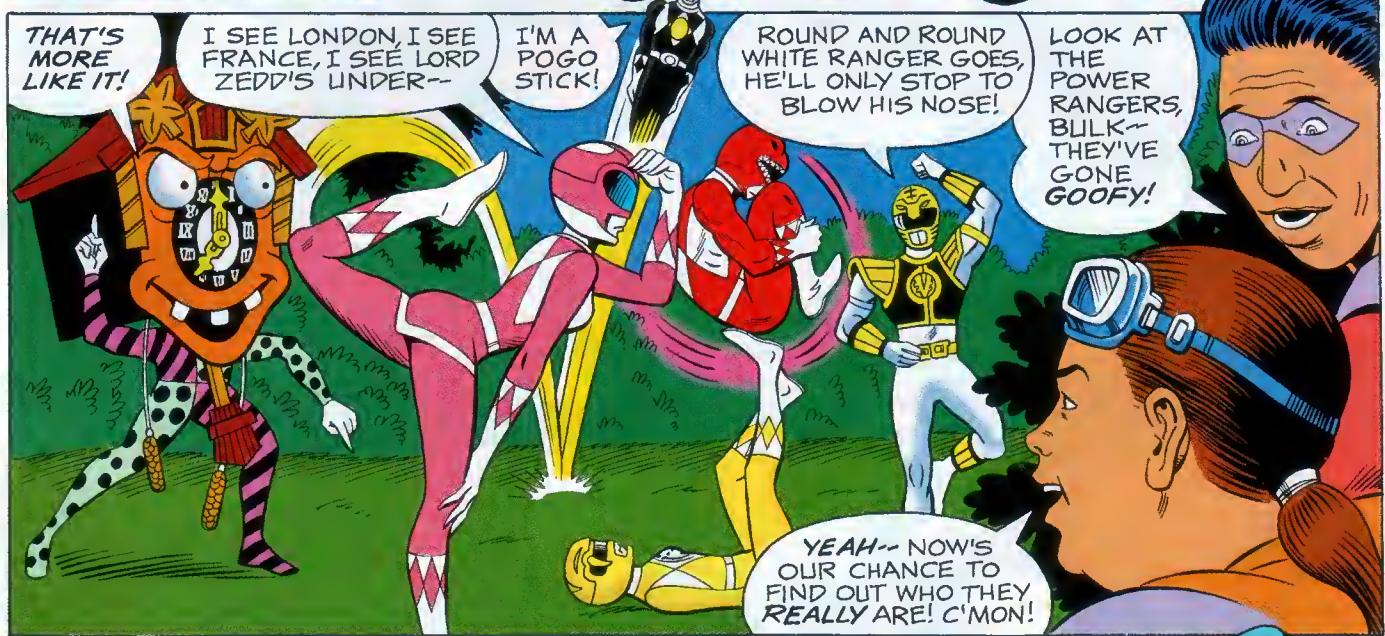
LET'S HEAR IT FOR THE POWER
RANGERS! THEY'VE TAUGHT US
ALL A LESSON ABOUT RESPONSI-
BILITY. WE CAN'T ALL BE SUPER-
HEROES, BUT WE CAN ALL MAKE
THE WORLD A
CLEANER, SAFER,
BETTER PLACE.

ANGEL GROVE
RESPONSIBILITY DAY









IT MAKES THEM VERY, VERY, RESPONSIBLE!

SKULL, MY GOOD MAN, WITH THE POWER RANGERS BEHAVING IN SUCH A SILLY MANNER, IT'S CLEARLY UP TO US TO TAKE CHARGE.

AS ALWAYS, YOUR JUDGMENT IS FLAWLESS, OLD BEAN.

WE MUST PREVENT THAT RIDICULOUS BIRD FROM MAKING ANOTHER APPEARANCE.

IT'S THE RESPONSIBLE THING TO DO.

WITH THE CUCKOO CLOCKSTER DISTRACTED, HIS SPELL WEARS OFF.

LOOK~BULK AND SKULL ARE FIGHTING CUCKOO CLOCKSTER!

LET'S FINISH THIS! WE NEED THE POWER CANNON!

WHEW, MY HEAD...

RANGERS IN POSITION--READY THE POWER CANNON!

POWER CANNON~

BATTLE READY!

MEANWHILE, THE SPELL HAS WORN OFF OF BULK AND SKULL.

REMIND ME, SKULL~WHY ARE WE FIGHTING THIS MONSTER?

I FORGET, BULK. WHATTYA SAY WE~

--GET THE HECK OUTTA HERE!

BULK AND SKULL ARE OUT OF THE WAY!

TIME TO WIPE THE SMILE OFF THAT GOOFY CLOCK'S FACE! FIRE!

THE POWER CANNON BLASTS THE NUTTY KNICK-KNACK TO NOTHINGNESS!

I THOUGHT MY CUCKOO CLOCKSTER HAD THEM--BUT THEY STOPPED HIS CLOCK!

THOSE POWER RANGERS REALLY BURN MY BISCUITS!

MEET THE HEROES
LATER... OF ANGEL GROVE
PICTURES \$5 · HANDSHAKES \$1.

ANGEL GROVE
S POSSIBILITY DAY

YOU HAVE TO ADMIT,
BULK AND SKULL WERE THERE WHEN
WE NEEDED THEM.

WE SAVED
THE DAY!

KISSES
FREE
PRETTY
GIRLS
ONLY!!!

MAYBE, BUT
NOW THEY'RE
BACK TO THEIR
OLD TRICKS.

YOU KNOW,
IN A FUNNY
WAY I'M
GLAD.

YEAH--ANGEL
GROVE WOULDN'T
BE THE SAME
WITHOUT THEM!

THE END.

IT'S THE CHICAGO KIDZ!



WHAT'S 18 YEARS OLD AND FLIES OVER FULL-GROWN ELEPHANTS? Answer: **TIM SHAW**, one of ten terrific talented tumblers called the Chicago Kidz. Featured in the 125th Anniversary Edition of Ringling Bros. and Barnum & Bailey Circus, the Chicago Kidz are a young, leaping, bounding acrobatic act that grew out of the Jesse White Tumbling Troupe from the streets of Chicago.

In 1992, Ringling Bros. caught their act and signed them on the spot. Now the Kidz' show-stopping circus routine combines their tum-

bling traditions with whirling wonders such as the Gym Wheel and—yes—elephant leaping!

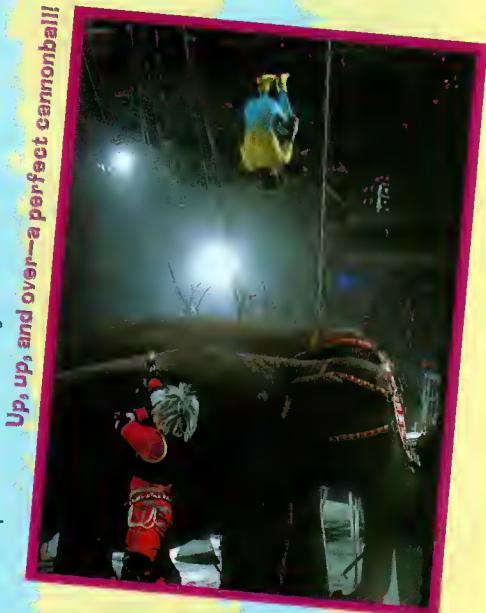
Tim Shaw was with the Chicago Kidz from the start, beginning with the Jesse White tumblers. *Morphin Power Rangers Magazine* checked out the Kidz at Madison Square Garden in New York City and got a chance to talk to Tim. He says that what he likes best about the circus is being able to go places and see things.

Recently, the group got to visit the Statue of Liberty, the Grand Canyon, and Walt Disney World. Even more than he enjoys fun field trips, though, Tim loves to perform. "When you're performing, you're the man."

That's what people come to the circus to see—the performers."

Tim never planned to be in the circus. He dreamed of being in the NBA. His idols are Magic Johnson, because of his playing

style, and Charles Barkley, because, "even though he's so famous, he's still real." But now that he's with Ringling, Tim's happy to combine his acrobatic talents with his love of live audiences.



Up, up, and over—a perfect cannonball!

And the audiences love the Kidz right back. Watching the faces in the crowd during the Jumbo Jump is almost as exciting as watching the show! First, the Kidz put a ramp at the end of their

truck. Then an elephant or two is guided over to the end of the ramp. Taking a deep breath and running very fast, the first Kid sprints down the ramp and springs up and over the elephants, landing on the mat on the other side. Another elephant is brought in and stands next to his brothers. Another Kid runs down the ramp. Up, up, and over the elephants he goes. He clears three of them! Now a huge elephant is brought in. The audience is on pins and needles. Tim crouches down, then bursts into action. He does it! He clears four elephants. The Jumbo Jump is complete! The crowd goes wild.

As if jumping over two, three, or four elephants weren't thrilling enough, the Kidz boost the excitement of the shows by keeping their routines fresh.

That means they have to learn and master some unfamiliar feats of daring with the help of their Hungarian coach, Janos Novak, who invented the

Gym Wheel. "You get inside the wheel and do tricks while the wheel is turning," Tim explains. Is it fun? we ask. "Once you get over the fear!" Tim laughs.

Being part of The Greatest Show On Earth is hard work. The Kidz have to practice between shows as well as to perform. They have two shows a day in some cities—and three on Saturdays! And since all the Kidz are aged between 13 and 18, they go to school . . . in the Little Red Circus Schoolhouse. Certified teachers travel with them and make sure the Kidz keep up with their school-work. Tim's latest scholastic accomplishment:

circus in the world is an honor."

The Chicago Kidz' foot-thumping, head-spinning act is an inspiration to lots of would-be Kidz. And Tim takes that position of honor seriously: "I think any kid who wants to live his dream should try to do it. Just keep working at it. Things aren't going to come easy," he admits. "Practice hard. Practice ends in perfection. Be the best you can be," Tim says. That's advice that he and the other Chicago Kidz have taken to heart.

Tim crouches down, then bursts into action . . . the audience goes wild.

graduating from high school and starting college courses. Both Tim and his mom, who travels with the circus, are proud of his success. "I'm proud just that I made it with the circus," Tim says. "Traveling with the largest

Tim can do two-story flips over the Jumbos—he's never fallen once, and he's never hit the elephants.



Illustration by Michael Kline

DOOR-FUN TIME

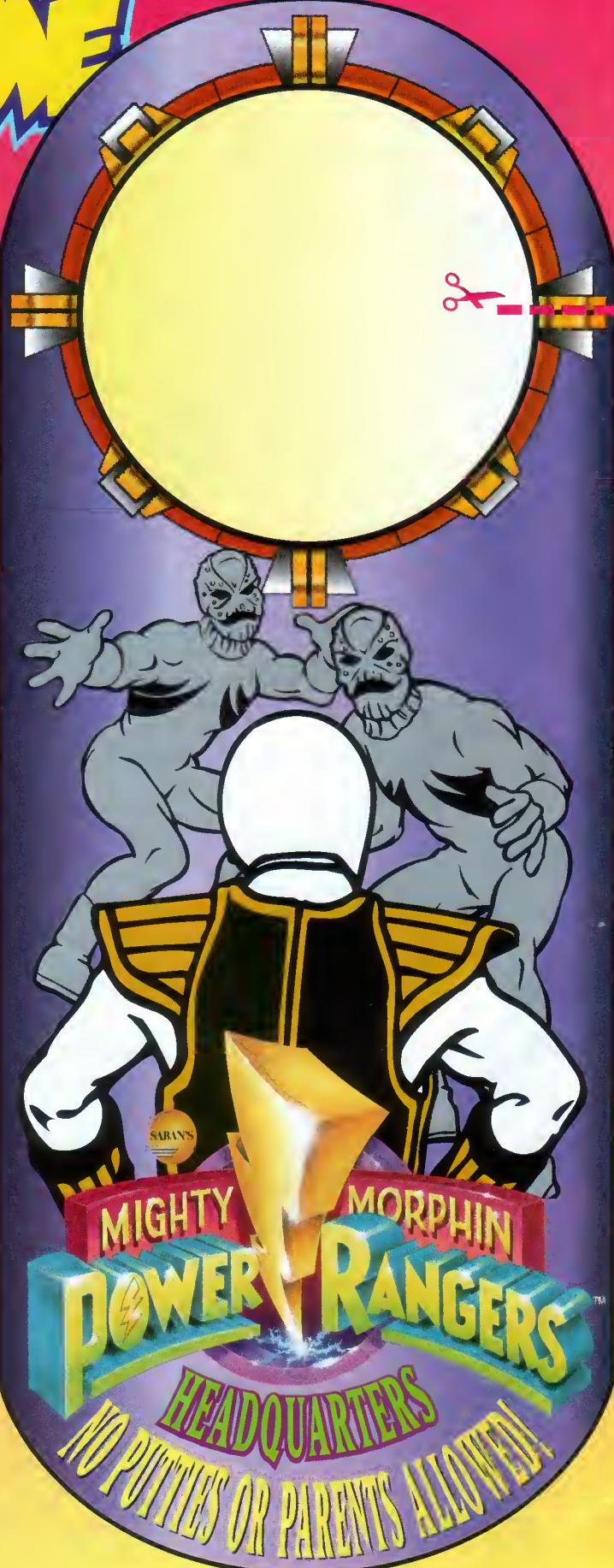
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